

# What's it all about?

## Definition

Schema are learning approaches that allow children to interpret their world. When you look at children and their interests many young children have schema based interests where you look into the way they play and encourage this rather than looking at what they are playing with. Older children will also engage with schema play.

## What it is not

Something that you plan for children to engage with through structured learning opportunities, it comes from the children and what schema they are choosing to engage with.

## Schema



## NQF

### NQS -

1.1.2 - Each child's current knowledge, strengths, ideas, culture, abilities and interests are the foundation of the program.

1.2.2 - Educators respond to children's ideas and play and extend children's learning through open-ended questions, interactions and feedback.

## How to achieve it

### Key Schema:

- Trajectory - how items move through air (throwing, dropping, flinging, pushing, kicking)
- Rotation - how items twist and turn (spinning, running in circles, rotating items)
- Enclosing - forming enclosed spaces (fences, borders on art, shapes with food)
- Enveloping - covering or hiding objects (posting, layering, painting over pictures, filling bags, adding lots of dress up items)
- Transporting - moving items from one place to another (carrying, baskets, pockets, barrows, buckets)
- Connecting - Joining items together, often trying to physically join them (wrapping, tying, connecting with ribbon, hanging items from other items)
- Positioning - ordering and arranging items (lining up, stacking, classifying, patterning)
- Orientation - Looking at items from different view points (moving either themselves or the items to different positions to view them)